



A BRIEF HISTORY OF TELEDILDONICS

Or, how I learned to stop worrying and love the strap-on



WARNING

Trigger words, etc.



FIRST – A DEFINITION

- Teledildonics, to be distinguished from masturbation, requires that sexual stimulation be achieved through interaction other than from the individual receiving the pleasure.
- Further, to distinguish it from pornography, the stimulation should be controlled by another entity, with stimulation occurring in response to actions taken by that entity
- The entity providing pleasure need not be another person, it can be a machine/robot

1974 – OMG SO MUCH DRUGS



- Dr. Ted Nelson (creator of such famous words as "hypertext"), is credited with having coined "teleildoncis" as well

- He did not

- He created the word *dildonics* – in his book "Dream Machines"

- He was one of the first people to use the term however, and brought it into popular usage. But that wasn't until ~5 years after ComputerLib/Dream Machines was published

TED NELSON



BODY ELECTRONICS

To stop the body electric...? by Ted Nelson

There are various people who want to attach electronics to people's bodies and brains.

There are basically two starting points. One is education, one is authorization, the other is stimulation. I am not sure both schools are not equally dangerous, however.

Let's consider first the authorization. Prof. Delgado of Yale has demonstrated that any creature's behavior can be controlled by jolts to the brain. Delgado has dealt especially with the negative circuits of the brain, that is, stimuli which are electrical impulses caused pain (or "negative reinforcement"). In Delgado's most shocking demonstration, he stopped a charging bull with just a tiny radio signal. For humanitarianism Delgado tells us how few there were of things would be for controlling human-like human behavior, too.

Now, let's consider just what we're talking about. In these experiments, needles are implanted in the creature's brain. Thin can deliver covering a section of the skull, or it can be done merely by hammering a long hollow needle into the skull and then the brain.

Some of that seems to be a problem, there is the more complicated question of how to the whole system would use such techniques. It turns out, of course, that they would be added to what is roughly called the conditioning system, or even more laughably called the Justice System. All the evidence you could possibly want there, that no doubt some very nice people, but especially those have demonstrated historically that human people, turned into "guinea" pigs for a short time, adopt the patterns of thinking we have been told about (humorous).

So, like brainwashing and electric shock therapy and military conditioning and everything else, these techniques: if they are used - will enter the realm of brainwashing techniques, and so be used with clinical precision but with ghastly consequences. The "conditioning" system would have to be designed to be used before such tests could be employed without simply making things worse. And the prospect is not good.

Such schemes grow, of course, from a concern of the manufacturer - thinking how to be sure sort of electrical circuits, rather than a human being caught up in anger, pain, humiliation and disappointment.

There are also a lot of concerns about free will, but there is nothing for author like in this context - I

NEW FACILITIES

Starting from an entirely different outlook, various designers and bio-engineers are trying to add things to the human body and nervous system, not the recovery towards it the designer.

A number of research and development efforts are aimed at helping those with sensory impairments, and electronic devices to assist in learning.

An example is a firm called Lithening, Inc., in Boston, founded by Wayne Belknap (who John W. Campbell considered one of the Great Men of Our Time). Belknap's system for helping the visually deaf to hear. Apparently this could transmit the actual sensation of hearing into the nervous system by some electro-stimulatory form of electrical induction. The machine was sold off, whether it ever got a safety rating I don't know.

This is the sort of thing people would like to do for the blind, as well.

Now, to summarize. It might be possible to

PSYCHO-ACOUSTIC DILDONICS

I originally didn't intend to include anything like this in the book, wanting it to be a fairly wide area dealing with all that, but this particular item seems fairly important.

Remember how we talked about the (imagined) case in Woody Allen's *Interiors*? Well, it turns out not to be a joke.

An individual named Don (last name?) Washington, electrocutionist-in-residence at a San Francisco radio station, has been developing just that, a device that he has some electrical purposes in mind. The device was known to the world in the magazine section the year last March, the publisher, evidently told back the news, showing photographs of a device in electrocution-induced activity.

Washington's device (perhaps) would be used to help people with hearing and other such things with an electrical device which is used to stimulate a brain.

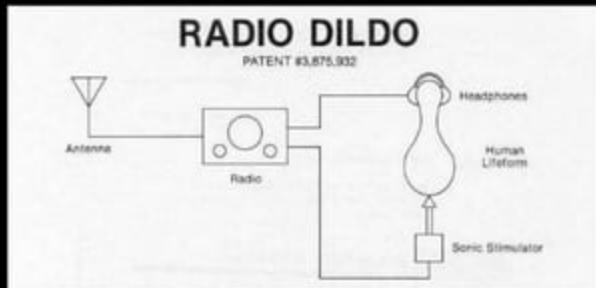
The technique, it is claimed, are grounded and boring. The way that this system is used is that the effect is simply releasing and reconditioning engineering. Washington claims to have received an entire (unpublished) system that wasn't known before. Much like other discovery of the "greenhouse" in the brain, he was it as a new discovery of experience and a series of events and events. This is the main point.

"Hypnotic" is where he sees it gets into a point currently inconsistent with the author's own nature of hypnosis and hypnosis as a technique of the mental life.

The end, we can consider the greatest device of Washington's and the device (which he intends to market in a couple of years as to be marketed, it goes). This is the main point. A good operator at the console, they provide a second operator said to be of a high order.

Washington's device is a very simple device.

TOUCHIE-FEELIES



- The device referred to in Dream Machines weren't "tele" dildonics at all, they were intended to be used with audio signals sent via radio.
- One of these was called the Auditac: <http://www.auditac.com>

AUDITAC

So good, Rolling Stone wrote about it.

The article featured "Top Ten Songs on the Stroke Parade" among other things

THEN I'D THE VOLUME MY FOOT'S ASLEEP

By Charles Finkel

It is the story of the life of a man who has been a part of the music business for 20 years. He is a man who has been a part of the music business for 20 years. He is a man who has been a part of the music business for 20 years.

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Was the actress' stage name that it took her years to get it right?

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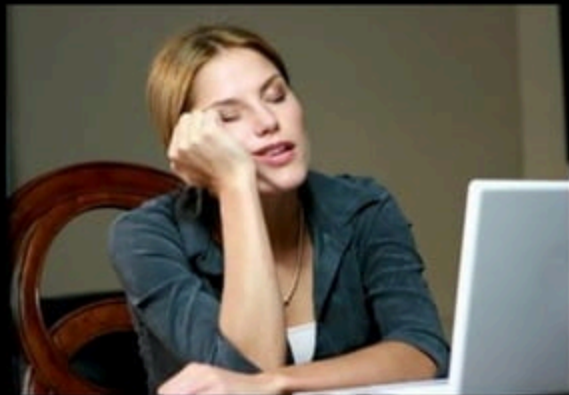
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THEN WE WAITED



- The computer technology advanced like mad over the next 20 years
- Teledildonics didn't really go anywhere though
- Digital sexual content was primarily relegated to porn
- Some interactive games offered sexual content: Atari's "Custer's Last Stand", and c64's "Samantha Fox's Strip Poker".

THEN CAME THE PC

- Sexual content was still not "interactive" in the teledildonics sense – it was pornographic video or games on CD-ROM
- Classic examples are Leisure Suit Larry, and Virtual Valerie on Mac
- Virtual Valerie got closer to being a truly interactive experience, in that it had dildos that could be controlled via the mouse and used to "pleasure" Valerie
- It still wasn't teledildonics though



PEOPLE DISCOVER VR

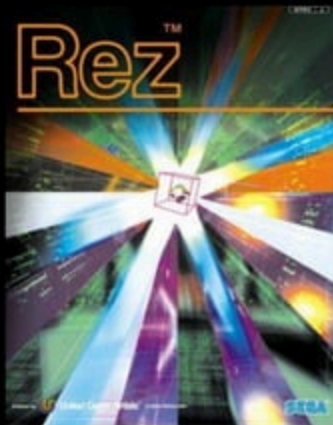
- Once virtual reality started to become practical (in the early 90's) a natural progression of the technology was to figure out how to make teledildonics work
- Like most other early VR experiments, teledildonics didn't really take off because it was clunky and annoying



INTERNET TO THE RESCUE?

- As the Internet became generally available (and really, even when it was still limited), sexual content became prolific
- Newsgroups were full of the sex
- As the web took off, it also was full of the sex
- But this still wasn't teledildonics – it had no physical aspect controlled by another person (or machine even). All stimulation had to be manually performed by the user.

2001/2002 – PLAYSTATION2



TRANCE VIBRATOR

Sold in Japan, the Trance Vibrator was a USB device sold by PlayStation as an additional accessory for the Rez game. It vibrated in sync with the music, similarly to the standard PS2 DualShock controller, but it provided much stronger vibration.

This may be the first instance of commercially available teledildonics

One partner could play the game, controlling the speed and intensity of the vibration through their actions.

The other partner would enjoy the game too.



MORE WAITING

- A lot of technological advances were made in sex toys overall
- RealDoll, Fleshlight, new fun dildo designs, etc.
- However, not much else happened specifically with teledildonics for a few more years



AEBN TO THE RESCUE?

- 2008:
The Adult Entertainment Broadcast Network introduced a product called "Real Touch". It was designed as a male sex toy, that offered "hands free" experience.



- 2012:
AEBN announces a "JoyStick" product, which is intended to be controlled by another person.

REALTOUCH INTERACTIVE

- Users of RealTouch arrange "dates" with models on an interactive site.
- The model uses a JoyStick to perform sexual acts, which are streamed to the customer in real time
- The RealTouch receives data from the model's JoyStick and reacts in response



FUTURE DIRECTIONS

- Oculus Rift is a next-gen VR Display being developed by Oculus VR
- The Novint Falcon is a grip-based USB haptic controller
- Tenga is a Japanese sex toy manufacturer, targeting the male consumer
- What happens if these 3 combine forces?



YO LA TENGA!

<http://www.ibtimes.com/oculus-rift-virtual-reality-sex-simulator-developer-combines-oculus-rift-headset-tenga-novint-falcon>

